

WHAT IS CLAIMED IS:

1. A gaming apparatus comprising:
 - a variable display unit configured to variably display a plurality of symbols;
 - 5 a front side display unit located in front of the variable display unit and configured to enable viewing of the symbols displayed by the variable display unit;
 - a concealing unit located between the variable display unit and the front side display unit and configured to temporarily conceal the display of the variable display unit;
- 10 an internally winning prize determiner configured to determine an internally winning prize;
 - a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner; and wherein,
- 15 a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.

2. A gaming apparatus according to claim 1, wherein the concealing unit comprises a shutter which can conceal an arbitrary position.

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3. A gaming apparatus according to claim 1, wherein the concealing unit comprises a shutter which can conceal a prescribed position.

4. A gaming apparatus according to claim 2, wherein the shutter comprises a
25 non-transparent sheet which is slidable.

5. A gaming apparatus according to claim 2, wherein the shutter comprises a

panel configured by a liquid crystal display or a transparent electronic luminescent display.

6. A gaming apparatus according to claim 3, wherein the shutter comprises a non-transparent sheet which is slidable.

7. A gaming apparatus according to claim 3, wherein the shutter comprises a panel configured by a liquid crystal display or a transparent electronic luminescent display.

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8. A gaming apparatus according to claim 1, further comprising a plurality of stoppers configured to stop the varying of display of the variable display unit.